

WORK BALANCE AGREEMENT:

- ❖ Producing deliverable
- ❖ Testing/reviewing deliverable
- ❖ Dates by which test, deliverable, or review

Submittables:

- ☐ Class diagrams
- ☐ Interaction Diagrams
- ☐ Design Rationale

Class Breakdown Structure (A2):

REQUIREMENT:	OVERVIEW:	PERCENT:	PERSON:
Requirement 1	Player and Estus Flask	8 (ALL)	Nic
Requirement 2	Bonfire	4 (player, flask, enemies, weapons, skills)	Nic
Requirement 3	Souls	3 (player, enemies, vendor)	Ting
Requirement 4	Enemies	8 (player, souls, skills, weapons, terrain, shrine)	Ting
Requirement 5	Terrains	3 (player, enemies)	Ting
Requirement 6	Death (dying in game)	8 (ALL)	Isha
Requirement 7	Weapons	4 (player, skills, enemies, vendor))	Isha
Requirement 8	Vendor	4 (player, souls, weapons, shrine)	Nic

Nic: I accept this WBA.

Isha: I accept this WBA.

Ting: I accept this WBA.

Assignment 1 Member Tasks:

NIC	ISHA	TING
<input type="checkbox"/> Review Final Design Rationale <input type="checkbox"/> Review Final Sequence Diagram	<input checked="" type="checkbox"/> Brush Up UML <input type="checkbox"/> Complete Sequence Diagram <input type="checkbox"/> Review Final UML class diagram <input type="checkbox"/> Review Final Design Rationale	<input checked="" type="checkbox"/> Brush Up UML <input type="checkbox"/> Complete Design Rationale <input type="checkbox"/> Review Final UML class diagram <input type="checkbox"/> Review Final Sequence Diagram

Work Breakdown Structure (A1):

	Isha	Nic	Ting	Running Percent:
UML Diagrams		Drafted		90%
Interaction Diagrams	IN PROGRESS			
Rationale			IN PROGRESS	
Revised UML	Complete	IN PROGRESS	Complete	95%
Revised Interactions				
Revised Rationale				
Meeting 1:	Complete	Complete	Complete	100%
Meeting 2:	Complete	Complete	Complete	100%
Meeting 3:				
			Total:	50%

Game Notes:

NIC	ISHA	TING
<p>PLAYER & ESTUS: → Use me :3</p> <p>BONFIRE: → Use me :3</p> <p>VENDOR: → Use me :3</p>	<p>DEATH:</p> <ul style="list-style-type: none"> → When player dies -> print message → RESET features executed → Respawn to most recent bonfire → Soul level becomes 0 -> Player can interact with token to regain lost souls → Dying from falling -> Token appears one step before dying location → Player dies before retrieving token of souls -> Token replaced with latest one <p>WEAPONS:</p> <ul style="list-style-type: none"> → Only able to equip one weapon at a time → Cannot drop weapons intentionally/when dying → Weapon has active/passive skills → Enemies can use weapon skills randomly → May use any display character for each weapon 	<p>SOULS:</p> <ul style="list-style-type: none"> → Souls ⇒ Money. → Default: 0 Souls. → Broadsword = 500 Souls. → Giant Axe = 1000 Souls. → Storm Ruler = 2000 Souls. → Undead = 50 Souls. → Skeleton = 250 Souls. → Yhorm = 5000 Souls. → Can be traded or buy new weapons or upgrades from vendor. <p>ENEMIES:</p> <p>TERRAINS:</p>

1 player has 1 weapon

Estus flask has three recharges?

Hit points for different enemies?

4-12 skeletons in game

How many souls each enemy gives

1 boss (Yorm)

- BOTH UML and INTERACTION ON SAME PDF